



THE HALL OF FIRE

FAN WEBZINE

Issue 70
March 2010



GÎL SÍLA ERIN LÛ GOVADED VÎN...

Welcome to Issue 70. We are trying something new this time around with a compilation of items that have previously graced the pages of Hall of Fire. Please let us know what you think of this on the Hall of Fire Forums (<http://forums.halloffire.org/>)

There were two articles that we chose for this issue that we did not have any author information on. We apologize to the authors of those articles that we were not able to give you credit in this issue. Please contact us and we will make sure that our records are correct and we will post the corrections on the forums.

Farad vaer.

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Co-Editors Hall of Fire

THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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MINOR TREASURES

by David "Issachar" D (Issue 45)

"Tom Bombadil chose for himself from the pile a brooch set with blue stones, many-shaded like flax-flowers or the wings of blue butterflies. He looked long at it, as if stirred by some memory, shaking his head, and saying at last: Here is a pretty toy for Tom and for his lady! Fair was she who long ago wore this on her shoulder. Goldberry shall wear it now, and we shall not forget her!"
– The Fellowship of the Ring

Role-play gaming in Middle-Earth usually isn't about "killing Orcs and taking their stuff." (For one thing, nobody really wants the stuff Orcs have. Blech.) Typically, valuable items are scarce and are never bought and sold, and few characters are wealthy.

But this does not mean that the setting discourages interest in the treasures an adventuring fellowship might find. The focus is simply directed less at the monetary value of items and more at their aesthetic qualities and their history. "Minor treasures" such as the brooch Tom Bombadil retrieves from the old barrow should excite the interest of players and their characters, and add to the beauty and depth of the game world.

But it takes time for Narrators to come up with interesting minor treasures and their individual descriptions. That's the purpose of this article: to give you an assortment of ready-made items that you can use as written or adapt to your chronicle.

BROAD LEATHER BELT

Four fingers wide, this dark brown belt is decorated with runic characters burned black into the leather. Its heavy iron buckle is dark and pitted. The runes are Elvish in origin, but are rendered in a heavier, more solid-seeming style than the graceful flowing script normally favored by the Eldar. A TN 10 Language: Sindarin test is required to read the runes, which say "They are no more who sought my life. Blood repays blood."

SCABBARD

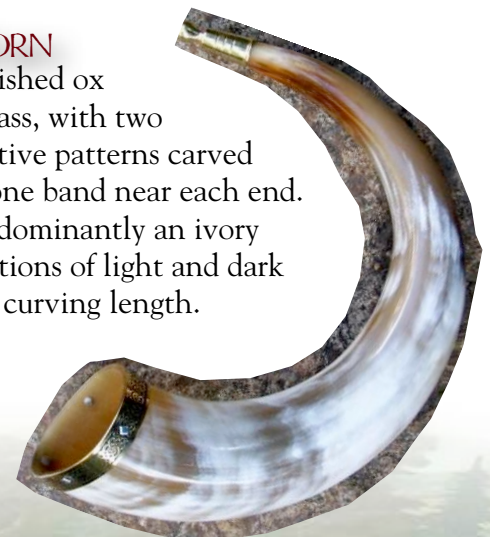
This beautiful scabbard fits the straight, narrow blade of a typical Gondorian longsword. The scabbard is of black leather wound about with silver cords that cross each other in a diamond pattern. Inside the middle diamond is a stylized impression of a rampant boar branded into the leather. Several small green peridot gems encircle the metal throat of the scabbard.

BERYL RING

Two golden beryls, both cut square, are mounted on this thick- banded platinum ring. Of Dwarven make, the ring's band is notched with regular triangular patterns around its circumference. Gaps cut in the base of the setting allow a bit of light to pass beneath the gems, increasing their radiance in a well- lit environment.

DRINKING HORN

A smoothly polished ox horn shod in brass, with two bands of decorative patterns carved into the horn, one band near each end. The horn is predominantly an ivory color, with striations of light and dark brown along its curving length.



HISTORY OF ARNOR

A tiny leather-bound book written in fine script, whose author is a self-styled historian and poet. His skill at composing verse is soon revealed to be competent if not masterful. The work recounts the division of Arnor into the three sub-kingdoms of Arthedain, Cardolan and Rhudaur, the wars that ensued among them, the invasion of Angmar, and other events until the author's time, which was evidently around TA 1500. Although it requires careful reading, the historical information in the volume is reliable. Readers of the book receive a +2 bonus to Lore tests involving important events in Arnor from TA 850 to TA 1500.



PEARL CLASP

The base of this cloak clasp is a white scallop shell edged with gold. A gold setting in the middle of the shell holds a single pearl surrounded by tiny blue-green stones. The clasp is the handiwork of Elvish craftsmen from Lindon.

REED FLUTE

A curious and exotic instrument originating somewhere in Rhûn. The flute is a little over a foot long and is made of a single section of some thick reedy plant, golden brown in colour and unknown in the West. It has eight finger holes near one end and a blowing hole near the other. When played, the instrument produces a sound with a soft, almost voice-like quality.



FOLDING FAN

An exotic item from Harad that has made its way to northwest Middle-earth in the hands of traders and travelers. The thin slats are of polished bone bound together with cord on one end. Spreading open the fan reveals a silk semicircle dyed red and painted with stylized figures of sun-browned men and women at court in the palace of an unnamed governor, who receives his petitioners with the gesture of one upraised hand.

WOODEN BOX

Small enough to hold in one hand, this Elf-made box is carved with intricate leafy patterns on all sides. The tiny iron hinges and latch appear delicate but prove to be surprisingly sturdy, and the lid fits so snugly to the base that the box's interior remains dry even if it is exposed to heavy rain.

FEATHERED PIN

A pin suitable for wearing on the breast or affixing to a hat, with two feathers of a red-tailed hawk set in a small silver base with an oval-shaped red carnelian stone at its center.

IVORY DRAGON FIGURINES

The handiwork of the Lossoth, these sinuous dragons are carved from a pair of walrus tusks. Cold-drakes are subjects of legend among dwellers of the icy North, but these figurines are surprisingly un-stylized and anatomically precise, suggesting that the artist might have had eyewitness information.

STONE DICE

A set of eighteen dice carved from light grey, red, and black stone – six of each colour – with Dwarf-runes and other symbols engraved on their sides. A variety of Dwarven games of chance and skill can be played with this set, and of course they are also useful as a simple decision-making aid when the best course of action is unclear.



EMBROIDERED POUCH

Elaborate patterns sewn in copper and silver thread decorate this belt pouch of soft leather dyed black. The embroidery takes the form of several concentric bands that surround three swords side by side, points down. The pouch can hold a volume of contents equal to about five or six small apples.

SILVER FLASK

A small oblong flask engraved with a leaping stag and an inscription in Dunlendish: "Wanderer's friend, warm the chilled bones and calm the fearful heart." The short neck of the flask is fitted with a cap containing an oiled leather washer.

RED GARNET PENDANT

A teardrop shaped garnet as large as a man's thumb hanging from a thin gold chain, unadorned save for the gem's small setting. The tiny letters "Bnr" are graven on one side of the chain's clasp.



SMOKING-PIPE

A longish pipe made of beautifully stained and polished briar wood, with a band of scrollwork delicately traced in gold paint around the mouth of the bowl.

PEWTER LANTHORN

A hexagonal covered lantern with a pewter frame and delaminated sheets of horn on each of its six faces. Small latches allow the base to be disconnected from the lantern's top and sides. Thin vertical spikes on the base allow up to three thin candle tapers to be mounted, or a single thicker candle. The frame is decorated with etched lines of twisting scrollwork. The translucent panes of horn are quite thin, allowing a good deal of light to pass through.

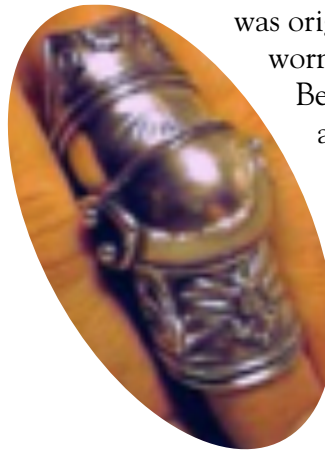


GROOMING KIT

A flat, palm-sized silver box containing items for the grooming of hair and beards. The lid of the box is imprinted with decorative patterns around a central oval that is smooth and flat. Inside the box are three simple metal clasps for tying back hair, a pair of short-bladed scissors, a razor, and two wooden combs, one of them small and fine-toothed.

FINGER ARMOR RING

An ornate silver ring covering two finger segments, with a bending joint in the middle. It was originally commissioned and worn by a nobleman from Belfalas. An unarmed punch attack made while wearing the ring adds one point of damage to the result, but also slightly damages the ring and might even break the hinged joint (roll of 1 on 1d6).



LOCKET OF MAPS

A rather large rectangular locket of tin on a long chain, imprinted with a border of interlocking circles. Inside the locket are eight thin sheets of tin which have been beaten into tiny relief maps in fine detail, including important place-names and an indication of the cardinal directions. The location shown on the maps is best left to the Narrator, but it should reflect local (not world) geography, such as a map of Moria or the Gap of Rohan.

THE RELICS OF EÖL

by Dean Paolillo (Issue 11)

The relics of Eöl are two legendary items from the First Age of Middle-Earth that Narrators can introduce into their chronicles as rare treasures (as part of a dragon hoard for example) or as plot devices in a story or chronicle. Narrators who are interested in more information about Eöl should reference J.R.R. Tolkien's *The Silmarillion*.

LORE

Long ago, in the First Age of the Sun of Middle-Earth, Eöl, kinsman to Thingol, took leave of his people and journeyed to the deep forest of Nan Elmoth to live alone. Eöl, though Sindar, was known by the Eldar as "The Dark Elf." It was his love of walking beneath the gleam of the stars and the radiance of the moon, and not for his grim nature and malice towards the Noldor, that earned Eöl his epithet.

Eöl was a master craftsman, and his love of smith craft earned him the esteem of the Dwarves of Nogrod and Belegost. The mutual respect of the Dwarves and Eöl blossomed into friendship and a sharing of secrets regarding metallurgy and smith craft. Eöl used his vast knowledge and skill to fashion the mail he named Galvorn, a glistening black metal that was as strong as Dwarven mail, as light as mithril silver and as supple as fine silk. The sword Anglachel, which was given as a begrudging payment to Thingol (and later reforged into Gurthang, the sword that slew Glaurung the Dragon) and his own sword, Anguirel, were accounted among his exemplary works. These exceptional weapons were of a dull-black hue, leading some lore masters to speculate that the metal of the swords and the Galvorn-mail were forged from the same meteoric ore.

Eöl's fate, however, was entwined with the doom of his kinsmen. One fateful evening, under the branches of Nan Elmoth, he discovered an Elf woman lost in the woods. Her name was Aredhel. Aredhel was the sister of King Turgon, the Lord of Gondolin, and she had lost her way since departing her brother's hidden realm. Infatuated by her beauty, Eöl claimed Aredhel as his wife, though Aredhel was not willing. Over time, she came to accept Eöl and Aredhel gave birth to a boy whom Eöl named Maeglin.

As Maeglin grew older, he became fascinated with the history of his mother's people. He desired to dwell in Gondolin and perhaps, because of his royal lineage, become its lord. Estranged from his father who despised the Noldor, Maeglin eventually persuaded his mother to flee with him to Gondolin while his father visited the Dwarven halls. When Eöl discovered their flight, he pursued them to the kingdom of Gondolin. By the law of King Turgon, all three were forbidden to leave the hidden enclave, for Turgon feared that the secret location of his realm might be revealed to Morgoth, the Dark Lord. Eöl, in his defiance of Turgon, preferred his death and his son's demise rather than be forced to remain in Gondolin. But Maeglin declined to suffer his father's fate and wished to stay in Gondolin. Enraged by his son's defiance and unwillingness to leave Gondolin, Eöl tried to slay his son with a javelin he had hid beneath his cloak, but Aredhel interposed herself between her son and the flight of Eöl's javelin. The healers of Gondolin discovered that the weapon was poisoned and the wound proved fatal to Aredhel. King Turgon sentenced Eöl to death as punishment for the murder of his sister Aredhel. When Eöl was brought to the site of his execution, he cursed his son Maeglin, to die in the same manner that he was about to die. Maeglin watched in silence as the guards of Gondolin threw Eöl from the precipice of black rock called Caragdûr. The actualization of Eöl's curse occurred years later, when Maeglin betrayed the location of Gondolin to Morgoth, and was tossed from the city walls by Tuor during the Fall of Gondolin.

With the death of Maeglin, the mail of Galvorn and the sword Anguirel passed from the annals of history. Elven and Dwarf loremasters believe the artifacts were lost with the sinking of Beleriand. In truth, the mail and sword were not sunk beneath the sea. The items were taken as booty by Orcs of Morgoth who participated in the siege of Gondolin. Many years later, the Orc captain who claimed the artifacts was slain in battle by a Dwarf warrior in the Ered Luin. The Dwarf's name is known only by the most erudite of lore masters. The Dwarf who in Westron, was named Ruri, claimed the items as his own and would later pass the relics to his descendants as family heirlooms. The last of Ruri's lineage that bore the artifacts fell in the War of the Dwarves and Dragons. Where the mail and sword are, together or apart, is now unknown.

EÖL'S ARMOR

This corselet of beautiful, fine, black chain mail can turn the stoutest sword blade aside. Only mithril surpasses its strength and suppleness. There is only one corselet of Galvorn known to be in existence, forged and worn by the Dark Elf Eöl in the First Age of Middle-Earth. As strong as Dwarf-made mail, Galvorn mail has Damage Absorption 7. The corselet weighs only 10 pounds.

Forging Galvorn

While Eöl's armor is the only known suit to exist, it may be possible for a determined craftsman to forge the metal Galvorn and fashion it into armor or weapons. The craftsman must first find the rare ore of the "fire-star." It may be possible that the metal still exists in rare veins of ore where meteorites have fallen and were buried under the earth. In any case, the unusual ore necessary to smelt Galvorn is rarer than mithril, that fact alone discourages most smiths from seeking to recreate the fantastic metal. The location and amount of a vein of the black iron ore is at the discretion of the Narrator, however, some remote and dangerous locations, like the Grey Mountains, or in the frigid northern wastes, are suggested locations. In any case, the quest to find the ore should test the mettle of any band of adventurers sent to acquire it or seeking it for their own purpose.

The craftsman must have Smithcraft: Armor at 10 ranks and Lore: Metals at 10 ranks to attempt to create Galvorn once the ore is acquired. Lastly, the craftsman must possess the Craftsman order ability "Masterwork." The craftsman needs to succeed at a Smithcraft test at a TN 25 to successfully create Galvorn.

THE SWORD OF EÖL: ANGUIREL

The master smith Eöl forged two swords of identical strength, beauty and excellence: the sword Anglachel and the sword Anguirel. The sword Anglachel was given to king Thingol as payment and later Thingol gifted the sword to Beren Strongbow and, ultimately, the sword was reforged as Gurthang, the sword used by Turin Turambar. The shards of Gurthang rest with the body of Turin and were lost long ago with the destruction of Beleriand. Eöl kept the twin of Anglachel, which he named Anguirel "Iron of the Firestar." His own son, Maeglin, stole Anguirel from him when Maeglin fled to Gondolin with his mother Aredhel. Maeglin kept the blade after his father's death and wielded it against Tuor during the fall of Gondolin. When Tuor cast Maeglin from the walls of the city, the blade fell with him but survived the fall unmarred.

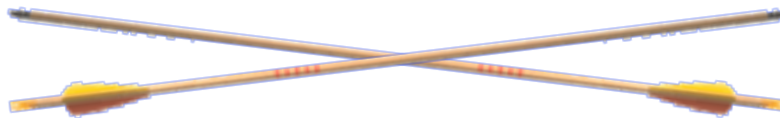
The sword is a finely balanced weapon with a black metal blade, ornate silver hilt and Elvish writing identifying its name and maker along the crossguard. Anguirel is a masterpiece of elvish craft that can cleave through all terrestrial iron. Its crafted perfection, however, contains the dark passions of its maker. The sword has the following properties.

Cleave Earth-Delved Iron - If the wielder scores an extraordinary success on an attack with Anguirel against an opponent who attempted to parry the blow with a weapon or shield, the wielder will shatter the defender's weapon or shield plus inflict maximum damage. Only enchanted swords like Glamdring or Orcrist can resist breaking when struck by a mighty blow from Anguirel. Furthermore, Anguirel ignores all armors except for

those armors comprised of Galvorn or mithril. Even the scales of a dragon cannot resist the deadliness of Anguirel.

Finely Balanced Masterwork - This finely enchanted weapon is easily guided by the swordsman's hand and quick to find an opening in the defenses of a foe. The blade grants a +5 bonus to armed attack combat tests.

Malice of the Maker - The grim nature and malice of the craftsman Eöl permeates Anguirel. The possessor of the blade gains the following flaws: Hatred of the Noldor, causing a -10 to all social tests involving interactions with the Noldor (as the flaw "Hatred" in the Core rulebook) and Fey (as the flaw of the same name in the Core Rulebook).



THE HELM OF THE MOUTH

by Unknown (Issue 8)

"The rider was robed all in black, and black was his lofty helm..."
- The Return of the King

This high helm of the Dark Lord's most trusted living servant is a symbol of dread and cruelty. None know fully what he looks like as it covers part of his face and The Mouth has it donned always in the presence of others. Not quite a crown, it depicts his rank and station and is crown enough for him.

High and Mighty - When worn by the one chosen by Sauron, himself, to wear this helm, the wearer gains +2 Bearing and doubles his attribute bonus to Intimidate and Persuade tests.

Haste and Shadow - When the chosen wearer of this mantle is in need of haste for any reason, he may cast the spell of Mist of Speed without the need of requirements and the fog is black instead of white. The spell will last until either the wearer reaches his destination or upon entering Barad-dûr.



THE CRAFTS OF GILLINDIR

by Buck (Issue 10)

Here are a few samples of the items Gillindir may fashion, for gifts or trade. They will be of superior workmanship; otherwise they wouldn't leave his shop. All are naturally resistant to age and weather. If by his hands they derive some enchantment, a sample enhancement is listed in italics.

HELM

Spangenhelm, with a framework of steel decorated with abstract silver designs. At the top is a place to attach a crest of hair, feathers, etc. The plates are of polished and flattened horn, a pure white layer overlaying a black layer, with horses incised down into the black. The splendid helm draws the eye of friend and foe alike [+1 to Inspire or Intimidate].

DRINKING HORNS

Matched pair of drinking horns, carved with beasts and words of good fortune, chased with gold, and complete with a brace of stands in the form of intertwining vines. Any drink, even water, is richer and more refreshing from the horn. Also, while resting and drinking the user may recover Weariness at half the normal rate.

BLAST HORN

Short horn, lightly decorated but with rich and subtle coloring that runs from black to gray to nearly white. It is bound in black leather with silver studs. Its sound is clear and bright and carries far, gladdening hearts [+1 to Inspire or Intimidate for one turn].

BRACER

Made of black horn underlaid by white, so that incised picture of Oromë stands out as white. Attaches to the bow arm with bands of black leather.

QUIVER

Brown leather quiver with black horn the mouth and a horn cap at the base. Flowing lines like the tendrils of vines are embossed along its length. Sturdy leather straps, and a small loop help to carry the bow across the back when not in use. Arrows neither rattle nor fall out until reached for. If the quiver is made for a specific person, it may confer upon said person (and his heirs) the benefits of Quick-Draw when drawing arrows from it.

SPOONS

Shaped with heat and polished to a shine, these utensils are objects of simple beauty.

COMB

Made of bone, the plate of teeth is held to the polished handle by silver studs. Even the most unruly knot of hair untangles effortlessly.

CLOAK OF DARKNESS

by dustinrstrong (Issue 12)

These are the cloaks that Morgoth gave to his Vampire spirits to aid them in their missions of spying and sabotage. With these cloaks, they are able to go almost anywhere unseen and unnoticed. If a PC should happen to acquire a Cloak of Darkness, s/he is able to use it, but with consequences. The first time it is used, the PC must make a TN 10 Corruption test; subsequent uses increase the TN by +1 (cumulative).

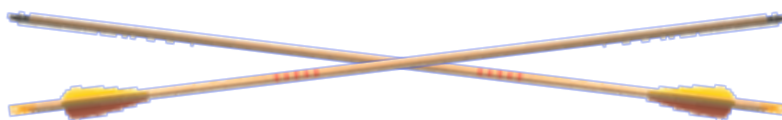
A Cloak of Darkness grants its wearer these special effects:

UNSEEN

These cloaks are enchanted with a Veiling spell, protecting them from the effects of Farseeing and Sense Power as described in the CRB. The wearer need not perform a Weariness test to use this ability.

MANY FACES

These cloaks are enchanted with a power similar to Wizard's Guise. When the cloak is worn, the wearer can alter his appearance to anything s/he chooses. They must stay within certain limits, however, such as size and anatomical similarities. For example, a hobbit that is possessed by a vampire can alter his/her appearance to look like a dwarf, but not a human (size difference). A possessed human can appear to look like an elf, or even a Nazgûl (same size), but not a wolf (a wolf is not humanoid in appearance). The wearer need not perform a Weariness test to use this ability.



DRAUGHT OF HEALTH

by Unkown (Issue 5)

EFFECT

Depending on the results that you roll for brewing the draught, its effects per dose is to remove from 1 Wound Level or 2 Wound Levels for an extraordinary success in its creation. The user must have 1 hour of undisturbed rest per Wound Level to be healed to obtain the benefit of the draught; only once the complete hour of rest has been had is the Wound Level(s) regained. Its effects are only beneficial once per week per person and healing continues as normal.

SWAMP ORC POISON

by Mathew Kearns (Issue 22)

An insidious concoction made from concentrated spotted swamp viper poison brewed slowly with the remains of a bog ghoul. If it enters the blood of a living creature, the victim suffers immediately from an intense fever and delirium as the wound begins to rot away their flesh and bone near the initial wound, eventually consuming its entire body. Due to extreme evil in its creation, both its intent and ingredients, the ground upon which the fully-dissolved body falls becomes tainted with evil and a new swamp begins to form, unless the location has some sort of subtle magic on the side of good to repel it. This new swamp grows at a rate of 5 square feet a month for a length of time equal to the victim's Vitality * 1d6 of an increment as determined by the table to the right. It should be noted that it is due to this poison's use during the Last Alliance that the Dead Marshes was formed and continues to grow even after 3,000+ years.

Type:	Injury
Onset:	Immediate
Potency:	+7 (TN12)
Treatment:	+12 (TN 17)
Effect:	1/2d6 Vitality, Falls unconscious 1 Vitality, Spent
Stages:	Hours

Success Level	Increment
Marginal	Months
Complete	Years
Superior	Decades
Extraordinary	Centuries



WHAT'S OUT THERE

This is a list of Web sites along with Decipher's official Web sites. We have found they supply useful Lord of the Rings game information.

THE HALL OF FIRE WEBZINE http://halloffire.org THE HALL OF FIRE WIKI http://wiki.halloffire.org DECIPHER'S LORD OF THE RINGS RPG HOME http://lotrrpg.fanhq.com ENCYCLOPEDIA OF ARDA http://www.glyphweb.com/arda/default.htm FAN MODULES FOR MIDDLE-EARTH http://groups.yahoo.com/group/fan-modules SCOTT'S RPG CENTRAL http://www.geocities.com/scott_metz/ CHRONICLES OF THE NORTH http://rpg.avioc.org/ MERP.COM http://www.merp.com OTHER MINDS MAGAZINE http://www.othermindsmagazine.com	THE MAD IRISHMAN http://www.mad-irishman.net THE LAST ALLIANCE http://thelastalliance.com RPG TOOLS FOR DECIPHER'S CODA GAMES http://groups.yahoo.com/group/rpgtools/ THE STEWARD AND THE KING http://www.stewardandking.net THE TOWER HILLS http://homepage.mac.com/jeremybaker/towerhills TREK-RPG.NET http://forum.trek-rpg.net/index.php CODA WEBZINE REPOSITORY http://groups.yahoo.com/group/coda_webzine THE ONE RING.COM http://www.theonering.com/ THE ONE RING.NET http://www.theonering.net
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CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- Racial / Order packages?
- NPC's?
- Weapons / equipment / magical items?
- Fan Art?

If so, write to us for details on submission submissions@halloffire.org with 'Fan Content' in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing.

Fancy yourself a writer or artist and would like to contribute to the webzine?

If so, write to us at submissions@halloffire.org with 'Writer' in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

Want to know what the submission guide lines are?

Visit http://wiki.halloffire.org/Submission_Information for the current submission guide lines.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG

Write to us at ads@halloffire.org with 'Ad' in the subject line along with your advertisement. The advertisement must be less than 100 words and any graphic to go with it must be no more than 1' x 1'.